


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		UDCA	WBF Convention Card 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Almost always 5 in suit; 7+HCP at 1 level; 10+ at 2 level		Lead	in Partner's Suit		Category	Green
CUE = F1; new suit = F1 at one level and CONST at 2 level	Suit	2nd from bad/4th from honor or M	same		Country:	USA
	NT	2nd from bad/4th from honor or M	same		Event:	(Transnational Women)
	Subseq	Original CT	same		Players:	Allison Freeland and May Sakr
	Other	in NT, on 2nd trick, low is ENC and high is DISC				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY 2/1	
15-18 HCP in direct seat; systems on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
11-14 in BAL seat; systems on	Ace	AK; AKx (+)	A=ATT; AK; AKx(+)		5 card MM	
	King	KQ; KA w/side singleton; KQJ10x	K=unblock or count; KQ; AKJ10; KQ109		Longer mm - 1♠ if 3-3	
	Queen	QJ; QJx(x); KQxx(+)	QJ; QJx(+); AQJx(+);KQx(+)		MM raises - 3♠ = CONST with 4T and 3♠ LIM with 4T in 1st and 2nd seat	
	Jack	J10; J19x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)		1NT F by unpassed hand	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	109; 109x(+); H109(+); 10x	10x; 109; 109x(+)	1♣ - p - 2♣ = LIM+ raise; same with ♦	
1-Suit: weak	9	9x; 98x(+)	98x(+)		1NT Openings: 15-17 HCP. Response of STAY, TRF, Texas TRF (Note 1)	
2-Suit:	Hi-x	Sx; xxS	Sx; Sxx; xSxx		2 OVER 1 Responses: ♠ may be short. ♠ and ♥ promise 5	
UNT = two lower unbid suits		HxS; HxSx(+); xSxx(+)	HxS; HxxS(+); xxxS(+); xxxS(+)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening:	SIGNALS IN ORDER OF PRIORITY				2♠	artificial, near GF, any shape; 2♦ = waiting
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♥	weak, 5-10hcp; 6♥; 2NT asks for feature
(1♣/1♦) - 2♣/2♦ = MM	Suit:1st	Low ENC	Hi = Odd	Discard suit you don't want	2♥	weak, 5-10hcp; 6♥; 2NT asks for feature
(1♥/1♠) - 2♥/2♠ = other M and a m; 2NT response asks for m	2nd		Low = Even	Hi = higher suit; Low = lower s	2♠	weak, 5-10hcp; 6♠; 2NT asks for feature
	3rd				We bid 1♠ over OPPT 1♥ with minimum of 4	
	NT: 1st	Low ENC	Hi = Odd	Discard suit you don't want	3NT Gambling (long SOL m)	
Vs. NT(vs. Strong/Weak; Reopening;PH)	2nd		Low = Even	Hi = higher suit; Low = lower s	1♦ - 1♥/1♠ - 2♥/2♠ - 2NT (asks about M raise (HCP and number of trump. Then:	
X = M by 4 and m by 5 (over strong NT)	3rd				2♠ - 3 with minimum	
X = penalty (over weak NT)	Signals (including Trumps):				2♠ - 3 with maximum	
2♠ = MM	S/P in the trump suit				2♥ - 4 with minimum	
2♠ = 6+ M					2♠ - 4 with maximum	
2♥ = ♥ + m	DOUBLES				Note 1: Over 1NT, 2♠ is either asking NT range or a TRF to ♣	
2♠ = ♠ +m	TAKEOUT DOUBLES(Style;Responses;Reopening)				Note 1: Over 1NT, 2♥ or 2♠ = 1/3/5/4	
Vs.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Classic shape; if light in balancing seat NV it's because of shape				We play TRF over a M with intervening X	
T/O thru 4♥	CUE = F1; response at 1 level = 0-8 HCP; 2 level = 9-11 HCP; game = opening hand				We play 2♠ by a passed hand as a LIM raise in M in 3rd and 4th seat	
4NT = mm	X and rebid = 18 HCP+; X and then 1NT rebid is 15-17 HCP;				SPECIAL FORCING PASS SEQUENCES	
	2NT rebid over advancer's bid = 18-19 HCP; X and then 2NT rebid is 20-21 HCP				If P opens 2♠ and there is an intervening bid, pass =points and bid=broke	
Vs. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				If we are in a 2/1 auction, and opponents steal the contract, X is for penalty	
Over 2♠ -(P) - 2♦ = waiting	RESP X: After T/O X thru 3♠; after O/C thru 3♠				If we open 1NT and partner bids 2♣, X is penalty	
	NEG X: Thru 3♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	SUPP X over MM and ♠ thru 2 level				4SF, CB, XYZ, Key card (1430) Blackwood, specific kings	
	1♣ - (1♦) - X shows 4/4 in MM				Over 2NT, 3♠ is a relay to 3NT (slammish) then:	
OVER OPPONENTS' TAKE OUT DOUBLE	1m - (1♠) - X suggests at least 4♥ and 8+ HCP and tolerance in m				Bidding ♥/♠ shows singleton; bidding 4♣ shows ♦; bidding 4♦ shows ♠	
CUE = F1					All X of part scores are for T/O (unless partner has used a XX, then it is penalty)	
					A X is never penalty if partner has not bid before	
					Psychics: Rare	

--

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3+	3 ♠	11-22 HCP, 3+ ♣	1 ♠ natural, may have 4M; INT = 6-10HCP and denies 4M; 2 ♣ LIM+ with 5+ ♣; 2 ♦ = 5+ ♣ and 6-9HCP; 2 ♥ ♠ = weak; 2NT = 11-12HCP; 3 ♦ / ♥ ♠ = splinter; 3NT = to play	XYZ; 4SF to game; Spiral (2NT = asking about M raise by opener); after 2NT rebid 3 ♣ = bad hand, 3 ♦ = GF, checkback, 3M = GF, 6+ in M; 3NT = to play	
1 ♦		3+	3 ♠	11-22 HCP, 3+ ♦	1 ♥ / ♠ (natural, promising 4+); INT is 6-10HCP and denies 4M; 2 ♣ = GF, 2 ♦ LIM+ with 4+ ♦; 2NT = 11-12HCP	XYZ; 4SF to game; Spiral (2NT = asking about M raise by opener); after 2NT rebid 3 ♣ = bad hand, 3 ♦ = GF, checkback, 3M = GF, 6+ in M; 3NT = to play	
1 ♥		5+	3 ♠	11-22 HCP, 3+ ♥	1 ♠ (natural, promising 4+); INT = 6-11HCP and denies 4 ♣; 2 ♣ = GF (with 2+ ♣); 2 ♦ / ♥ = GF (with 5+ ♦ / ♥); 2NT = GF with 4+ ♥; 3 ♣ = 6-9HCP with 4 ♥; 3 ♦ = 10-11HCP with 4 ♥	4SF to game; Spiral (2NT = asking about M raise by opener); 2 way Checkback	With no interference, 2 ♣ = LIM. We play TRF if OPP x M (starting at INT)
1 ♠		5+	3 ♥	11-22 HCP, 5+ ♠	INT = 6-11HCP; 2 ♣ = GF (with 2+ ♣); 2 ♦ / ♥ = GF (with 5+ ♦ / ♥); 2NT = GF with 4+ ♠; 3 ♣ = 6-9HCP with 4 ♠; 3 ♦ = 10-11HCP with 4 ♠	4SF to game; 2way Checkback'	With no interference, 2 ♣ = LIM. We play TRF if OPP x M (starting at INT)
1 NT			3 ♠	15-17 BAL (possible 5M, 6m)	2 ♣ = stayman; 2 ♦ = TRF to ♥; 2 ♥ = TRF to ♠; 2 ♠ = TRF to ♣ or BAL INV; 2NT = TRF to ♦; 3 ♥ / ♠ = GF shortness min 5/4 ♣ / ♦		
2 ♣			3 ♠	Strong 22+ HCP if BAL, around 9+ tricks if UNBAL	2 ♦ = relay	2 ♥ rebid by opener shows either 6+ ♥ or 24+ HCP BAL. Forces relay to 2 ♠	If OPP overcalls, X = no values for game and pass = values. If OPP X, XX = no values for game and pass = values
2 ♦		6	3 ♠	5-10HCP, usually 6 cards	2NT = FI, all 3 level bids are FI; RONF		
2 ♥		6	3 ♠	5-10HCP, usually 6 cards	2NT = FI, all 3 level bids are FI; RONF		
2 ♠		6	3 ♠	5-10HCP, usually 6 cards	2NT = FI, all 3 level bids are FI; RONF		
2 NT				20-21 BAL (possible 5M, 6m)	3 ♣ = stayman; 3 ♦ = TRF to ♥; 3 ♥ = TRF to ♠; 3 ♠ = TRF to 3NT	After 3NT; 4 ♣ / ♦ shows 6+ cards on other minor; 4 ♥ / ♠ shows mm and single in M	
3 ♣				5-10HCP, usually 7 cards	New suit FI		
3 ♦				5-10HCP, usually 7 cards	New suit FI		
3 ♥				5-10HCP, usually 7 cards	New suit FI		
3 ♠				5-10HCP, usually 7 cards	New suit FI		
3 NT				Solid m opening (gambling)	4 ♣ = stayman; 4 ♦ = TRF to ♥; 4 ♥ = TRF to ♠	1430 Blackwood, 1st or 2nd round controls below game; 1st control above game; specific King; EXCL Blackwood 0123	
4 ♣				5-10HCP, usually 8 cards	New suit FI		
4 ♦				5-10HCP, usually 8 cards	New suit FI		
4 ♥				to play			
4 ♠				to play			
4NT							
5 ♣							
5 ♦							
5 ♥							
5 ♠							
5NT							